

MARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
 eye or muscle twitches
 disorientation
 any involuntary movement
- altered visionloss of awarenessseizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.



WARNING: PHOTOSENSITIVITY/EPILEPSY/SEISURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

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A Word to Our Valued Customers

We thank you for purchasing Monster Monpiece.
We appreciate your support and hope you enjoy the game!

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	patible with some of PlayStation®Vita	

NOTE: The screenshots used in this manual were captured while the game was still under development. The screenshots may vary slightly from the retail product.

---- Controls

PlayStation[®]Vita



Basic controls

Directional buttons Move cursor

⊗ button Confirm

buttonCancel

Event scene controls

Solution Fast forward messages

O button Hide/

Reveal dialogue window

△ button Log

buttonSkip messages

START button Auto message display

World map controls

Directional buttons	Move cursor
Left stick	Move cursor freely on the map
⊗ button	Move character to the cursor location
o button	Reset cursor location
Right stick	Zoom in/out
R button	Reset zoom in/out
🛆 button	Move to HQ
button	Move to Deck Edit Screen
START button	Move to System Screen

Ad hos controls

Directional buttons	Move cursor
o button	Cancel, Back
⊗ button	Confirm
button	Confirm Master Ring

Card battle controls

Directional buttons	Move cursor
o button	Cancel
⊗ button	Confirm
🛆 button	View card information
Right stick	View card parameters
L / R button	Switch information page display
START button	Give up

Touchscreen controls



Select the desired button by touching the icon.

Scroll through the menu and card list can by flicking the touchscreen up or down.





During event scenes you can skip messages by touching the touchscreen.

Touch	Touch the screen with your finger for any duration.
Тар	Touch the screen and then raise it quickly.
Double-tap	Tap the screen twice in rapid succession.
Flick	Touch the screen, move your finger rapidly in one direction while raising your finger.

Pinch in/out

While 2 fingers are touching the screen, move them closer together to pinch in, and move them further apart to pinch out.

Drag

Move your finger while touching the touchscreen.

Long touch

Touch the touchscreen without moving your finger for several seconds.

^{*}Note: For more contextual touch controls please refer to the individual sections.

Title Menu 88

*There will be sections of menus that will be inaccessible until you progress far enough into the story.

Continue

This will resume the game from your last save.

From Beginning

This will start the game from the beginning.

Reset Data

This will delete your save data and system data.

*If you select "Reset Data" your previously saved card data, save data, and collected items will all be deleted. We only recommend using this if you want to play the game from the very beginning with default settings.



*Current version



Various facilities are available here.

* If you enter the HQ from the title menu you will not be able to use the Transportation facility.

Saving

00

Autosaving will save data related to Cards and items. However, story progress MUST be saved manually. (See P.21) Please use a PlayStation®Vita memory card for saves.

*In order to save game data you will need more than 10MB of free space on your PlayStation®Vita memory card.

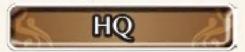
Game Flow

Selecting "From Beginning" will start Monster Monpiece from the opening event and begin the tutorials.





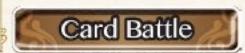
The overland world for the main story. Areas you are able to explore will increase as you progress through the story.



Various facilities are available here.



As you progress through events, the story will advance.



Battle others using Monster Girl cards.

World Map

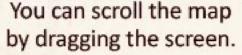
You can move your character on screen with the cursor. At certain destinations you will enter the card battle. If you lose the card battle you will be returned to the previous location.

C Reset card A To HQ C Organize Deck Kunaguva Kunaguva Organize To HO

- Current area
- Your character's current location
- Destination
- Destination name
- Path to destination
- Events that will occur at your destination
- Move to HQ
- Edit Deck

Touchscreen control







You can select by touching Pinch in/out or double the touchscreen and cancel by touching again.



tap to zoom in or out on the map.



*These will be unlocked as you progress the game.

Facility List

Card Gym You can access card related functions here.

Item Room This option will allow you to check your item inventory and set up your items.

Network You can battle against other players here.

Shop You can buy and sell items here. You can also access the online shop.

Transportation This option will allow you to teleport to places you have previously visited.

*You cannot select this menu if you entered HQ from the Title Menu.

Museum You can view event CG and movie scenes and listen to music here.

System Tap to open the system menu. Here you can save/load data, view the tutorial, and configure the game.

3 Exit This exits the HQ.

Money This displays the amount of money currently in your possession.

6 Rub P This displays the amount of Rub P you currently have.

*These are used during First Crush Love. (See P.15)



Card Gym

Deck Settings

Here you can create new Decks and organize them.

Organize Deck

Deck name

Buffer

Card#

Information about your Deck

Deck LV This is your Deck level.

Mana Total amount of Mana your cards will use.

Melee This is the number of Melee cards you have.

Ranged This is the number of Ranged cards you have.

Eard Gym

Z Copfiles & Riturn de Marie

Urganize Crento

Change Name

Diales.

Healer This is the number of Healer cards you have.

This is the number of Buffer cards you have.

This is the total number of cards you have.

- The Deck that you will use in battle will have a Main Deck icon displayed.
 - *By pressing the \(\text{\Omega} \) button on a deck you will set it to be your Main Deck.
 - *Decks that have fewer than 30 cards cannot be used as your Main Deck.



MONSTER MONPIECE

Card Gym - Continued

Deck Settings - continued

Build Deck

This will create a new Deck.

Change Deck name

This will change the name of your Deck.

Delete Deck

TO CALLED

This will delete the selected Deck.

*Deleting a Deck does not delete the cards in the Deck, just the Deck itself.



What is a Deck?



A Deck is a set of 30-40 cards that are used in battle. You build this Deck to support your playstyle and strategies, and it will be key to your success or failure.

Open Card Pack

If you have unopened card packs you can open them here.



Select a card pack you would like to use.



You can open the card pack by dragging towards the arrow on screen. When a card is displayed, drag again to flip it over.



can be checked by pressing the button.

First Crush V Rub

You can use "First Crush W Rub" to power up a Monster Girl.

* In order to rub a card you will need to have "Rub P".

About Screen

Choose a card from your Deck or stock to rub and pay the required Rub P to rub the card. If you have multiples of the same card, you can rub them together.

- This is the card list. The Rub P required and Seal will be displayed here.
- The # of copies of the selected card you have.
- Information regarding the selected card.
- You can sort the cards.



- 6 This is the amount of Rub P you currently have.
- 6 The # of Seal Stones you need to unlock the seal on this card.
- The # of Seal Stones you currently have.
- Return

Rub Progression

- Select the card you want to rub.
- Pay the required Rub P.
- 3 Rub the card to fill the tension gauge.
- When the tension gauge reaches maximum, the Monster Girl will power up.

What is a Seal Stone?

00-

Some cards are sealed by magic power and they cannot be rubbed until the seal is removed. In order to unlock the seal you will need to use Seal Stones.

Card Power Up



If your rub session is successful, your Monster Girl will power up and lose some of their clothing. Each card can be powered up twice.





You can fight against opponents that you have previously defeated. If you win again, you will earn money or Rub P. There are no penalties for losing. If you select the area a list of opponents will be displayed. Simply select an opponent to begin a training battle.



MONSTER MONPIECE

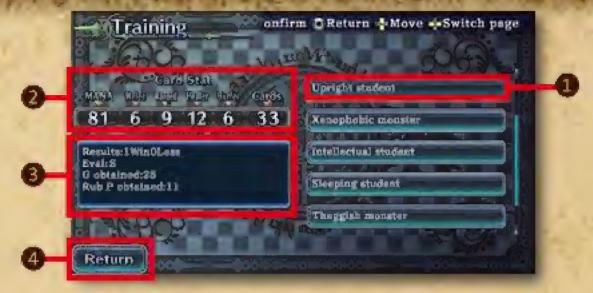
Card Gym - Continued



After selecting an area, your opponent's information will be displayed.

- 1 List of opponents you have defeated
- Information about your opponent's Deck

MANA	This is the total amount of Mana the cards will use.
Melee (MLE)	This is the number of Melee cards in the Deck.
Ranged (RAN)	This is the number of Ranged cards in the Deck.
Healer (HEA)	This is the number of Healer cards in the Deck.
Buffer (BUF)	This is the number of Buffer cards in the Deck.
Card#	This is the total number of cards in the Deck.



Battle history

Results	Training battle results
Eval	Your battle evaluation
G obtained	The amount of money you will receive if you win
Rub P obtained	The amount of Rub P you will receive if you win

Return to the previous page



Cards that you have obtained will be added to the gallery. Here you can check the cards' information.

- Sort the cards
- 2 Sort the cards by their values or characteristics.
- Stats for the selected card.
- Return to the previous screen.



Network

You can play against other players over a network. (View P.30)

Ad hoc Battle

Play against other players using Ad hoc.

Network Battle

Play against other players using wi-fi or a 3G network.

Shop

You can buy and sell card packs and items here.

Buy Use this to buy card packs and items.

Sell Use this to sell card packs and items.

Online Shop Buy card packs and items from the PlayStation®Store here.









This option will enable you to save your game progress. Please insert your PlayStation®Vita memory card first.

*In order to save game data you will need more than 10MB of free space on your PlayStation®Vita memory card.



You can resume your game from your last save point.



You can review all the tutorials that you have previously completed.

*There are tutorials that will be automatically added to the list.



System - Continued



Customize the game to your liking here.

BGM volume

You can set the volume of the background music.

SE volume

You can set the volume of the sound effects.

Voice volume

You can set the volume of the character voices.

Message display

You can set the speed of the text in the messages.

Message auto skip

You can set the speed of auto message skip.

Character for versus mode Select character for versus mode.

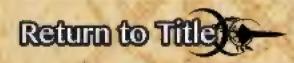
*You can choose from any of the characters you've battled in the main story.

Default

This will reset all the game's settings to their default state.



Confirm 5 End - Move



Return to the title screen.

Card Battle

*You will gain new items and skills as you progress through the game.

Sometimes, you will be engaged in a 1-on-1 card battle on the World Map or during events. In order to win you need to either reduce the enemy fort's defense points to 0 or survive until the enemy can no longer draw any cards.

- Stats: Fort defense points, Mana, and Aura level are listed. The left side shows player stats and the right side shows enemy stats.
- 2 Battlefield: If you place a card on the battlefield a unit will appear. Summoned units will automatically advance towards the enemy. The 9 square blue grid is the player's side and the 9 square red grid on the right is the enemy's side.
- Pass: If you touch "Pass" you will pass your action phase and your opponent will take theirs.
- Oeck: This displays the number of cards you have left.
 The left side is player and the right side is your enemy.
- Discard: This is the number of cards that you've discarded and can no longer use. You can display information about discarded cards by touching them. The left side is player and the right side is your enemy.



- 6 Item: You have items that you can use in battle.
- Your Cards: Cards that you may use are listed here.
- Skill: Your card's skill information is displayed here.
- Sort: You can sort your cards. You can change the sort method by touching the sort icon for a few seconds.
- Enemy Card #: Displays enemy's card #.

Touchscreen Controls



You can summon your units by dragging your card onto the battlefield.



By pinching inward, outward the touch screen while viewing the battlefield, you can zoom in or out.



If you double tap a card, you can view the card's information.





You can zoom in on the battlefield when you select your card by pressing the up button.

How to Read Cards

MANA

This is the amount of Mana you need to summon the card onto the battlefield. Every time you summon a card you will pay the Mana cost.

Gaining Mana

- Your available Mana will increase by 3 every turn.
- The maximum Mana you can have is 25 points.

*Certain items or EX. Conditions can alter the Mana cap.

Advice

19 3 y . 00

Your available Mana can be increased by skills and aura bonuses.

- 2 Name This is the name of your monster girl.
- 3 Skill This displays the amount of Mana you need to use their skill. This will not show up on cards without skills.



How to Read Cards - Continued

- 4 ATK This is the amount of damage your unit will inflict when they attack.
- This is your unit's hit points. HP will decrease if it takes damage. It will disappear if it reaches 0 HP.
- 6 MP/INT A Healer unit will have MP shown here, and a Buffer unit will have INT displayed.
- Type and Attack Range There are 4 different types of monster icons.
 If there is a number written in it, that number represents their attack range.
- Melee (MEL) 🥳 Ranged (RAN) 🔍 Healer (HEA) 🦲 Buffer (BUF)
- Species This indicates the monster girl's species. Monster girls which are the same species may be fused together.



- Potential This indicates the potential that the monster girl possesses.
- OAura Summoning monster girls of the same aura consecutively will grant you aura bonuses. There are 4 different auras: red (R), blue (B), green (G), and yellow (Y). Under certain circumstances you will gain aura bonuses.



Results

After a card battle is completed, the results will be shown.

- Money/Rub P
 The Money and Rub P earned will be displayed here.
- 2 Items
 The items you obtained will be displayed here.
- Rank

 Your battle results will be gi

Your battle results will be given a ranking that is displayed here.



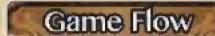
Advice

The money and Rub P you earn will be greater if you get a better ranking.

Ad hoe Battle

You can battle other players via Ad hoc connection. With Ad hoc Battle you can pit your Deck against

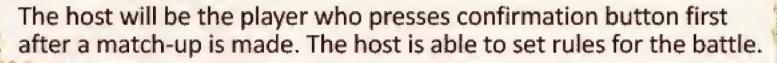
another human player.





When you enter the Ad hoc Battle screen there will be a list of rooms. If you enter a room with another player, you will be matched up with them. If there are no other players in the room, you will not enter a battle.

About Hosting





Search screen

Room | Walting for our consent.



Matching screen

Room

When there is a successful match, a Room setting screen will appear. In the Room setting screen you can edit your Deck, set your items for battle, and also change battle settings.



Condition Window

Rule Settings

Begin Battle

Organize Deck

S Battle Set

6 Release

The conditions for battle will be displayed here.

The host can change the rules for the battle here.

If both players select "Begin Battle", the battle will begin.

Organize your Deck here.

Decide which items you will take into battle here.

You will release your spot in the room and exit the match.



If you press the button in the room you can display your Master Ring.

Network Battle

You can also play against other human players by selecting Network. Here you can play against other players who are not local.

After you enter a battle, categories will be displayed.

To Lounge

The most basic Lounge without restrictions.

Beginner's Lounge

This lounge is for people who are just getting started.

No-DLC Lounge

This lounge is for players who do not have any downloadable content installed.

After selecting a category, a list of the different lounges will appear. If you select a lounge, the options "Create Room", "List Rooms", and "Search Rooms" will be displayed.





Create Room

You will create a Room and be able to set the rules.

List Rooms

You can view the list of Rooms that are already created. Rooms with certain rules will have a glowing icon. Touch the icon to see the details.

Search Rooms

You can search for Rooms based on the Master Ring you want to acquire.

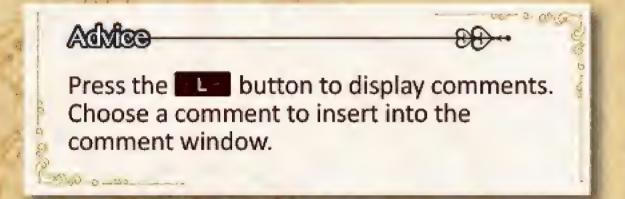
^{*}The above categories are only recommendations for play styles.



^{*}In order to play using the network battle feature, you will need to be signed into a PlayStation®Network account.

Room

In a network battle, a comment window will appear.
All other controls will be the same as Ad hoc room.





Warning: Network

Disclaimer about network service

USER EXPRESSLY AGREES THAT USE OF THE NETWORK SERVICES, ALL SOFTWARE DISTRIBUTED BY IDEA FACTORY INTERNATIONAL AND THE INTERNET ARE AT USER'S SOLE RISK.

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INCLUDING BUT NOT UNATED TO LOSS OF DATA FROM DELAYS, NONDELLY FRIES, FROM SOME SYSTEMA BOY.

INCLUDING, BUT NOT LIMITED TO, LOSS OF DATA FROM DELAYS, NONDELIVERIES, ERRORS, SYSTEM DOWN TIME, MISDELIVERIES OR SERVICE INTERRUPTIONS CAUSED BY THE CONDUCT OR NEGLIGENCE OF IDEA FACTORY INTERNATIONAL, ITS LICENSORS AND SUBCONTRACTORS, OR USER'S OWN ERRORS AND/OR OMISSIONS.

- You will need to be connected to the PlayStation®Network in order to play the network mode.
- For information regarding 3G or Wi-fi connecntion please visit the PlayStation® official website.

Terminology 88

DMG Damage

EXH Exhaust

GFT Giftless

HYP Hypersonic

ITR Intercept

REG Regenerate

STA Staunch

UNS Unskilled

BEA Beast

BIR Bird

DRA Dragon

FAI Fairy

FUS Fusion

HUM Demi-Human

HYB Hybrid

NAT Nature

UND Undead

BUF Buffer

HEA Healer

MEL Melee

RAN Ranged

R Red

G Green

B Blue

Y Yellow



User Support



If you have any questions or concerns regarding the copy of Monster Monpiece you have purchased, please email us at the following address:

support@ideafintl.com

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